

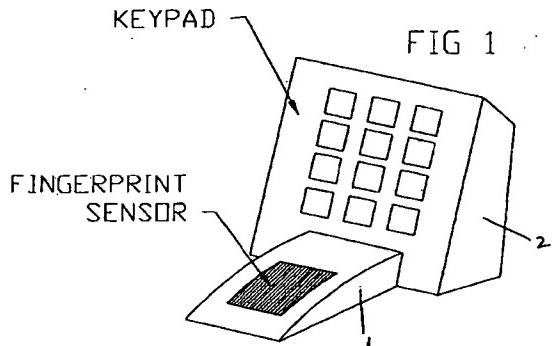
UK Patent Application GB 2 393 554 A

(43) Date of A Publication 31.03.2004

(21) Application No:	0222228.9	(51) INT CL ⁷ : G07F 17/32 17/34
(22) Date of Filing:	25.09.2002	(52) UK CL (Edition W): G4V VAKA V117 V118 V119 V302C V306C V307 U1S S1172 S1174
(71) Applicant(s): David Jones 8D Stoney Brow, Roby Mill, UPHOLLAND, Lancashire, WN8 0QE, United Kingdom		(56) Documents Cited: EP 1120757 A2 WO 2001/082176 A1 WO 1994/016416 A1 WO 1994/010658 A1 DE 019944140 A1 DE 010060079 A1 US 6347738 B1
(72) Inventor(s): David Jones		
(74) Agent and/or Address for Service: David Jones 8D Stoney Brow, Roby Mill, UPHOLLAND, Lancashire, WN8 0QE, United Kingdom		(58) Field of Search: Other: Online: WPI, EPODOC, JAPIO

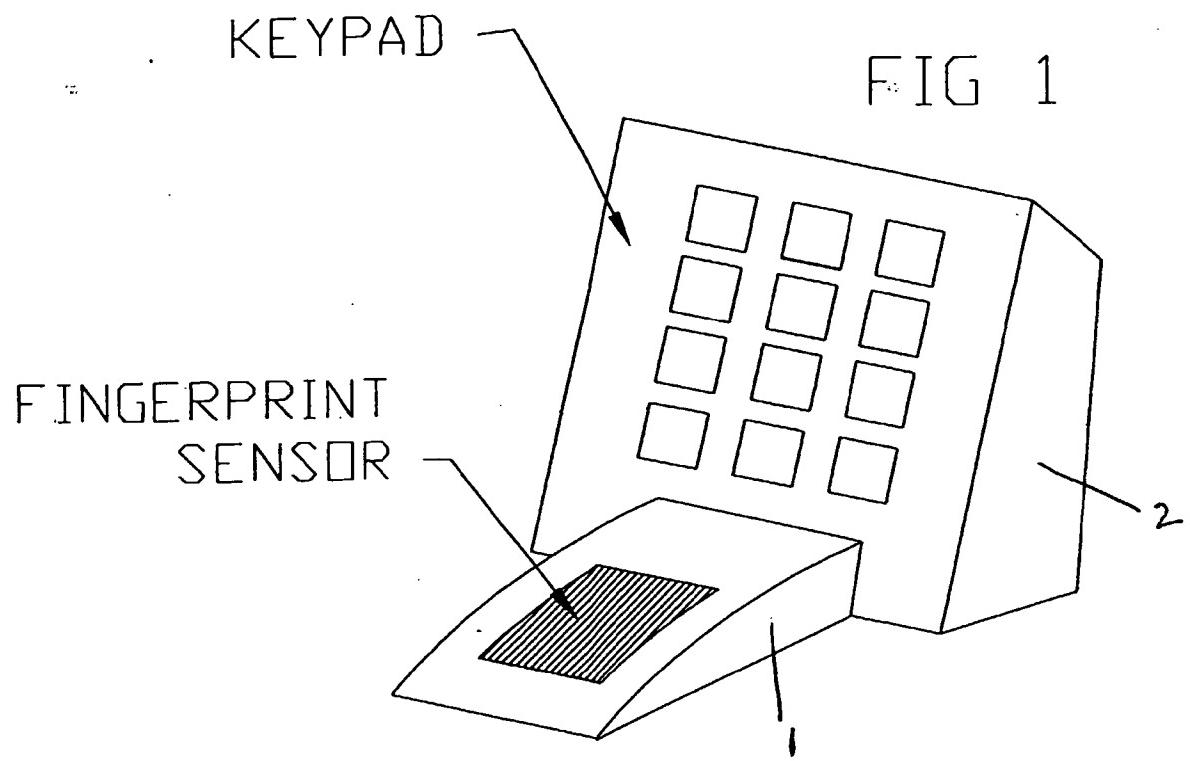
(54) Abstract Title: Amusement machine with player recognition

(57) A coin operated amusement machine is fitted with a finger print sensor 1. This enables the machine to recognise a previous player and allow an unfinished game to be continued. The machine can incorporate a keypad 2, for incorporation of a player's telephone number. This enables the machine to communicate with the player by voice or text message. The machine may be a fruit machine, a pin ball machine, a video game or a "skill with prize" machine (Figs 2-4, ns).



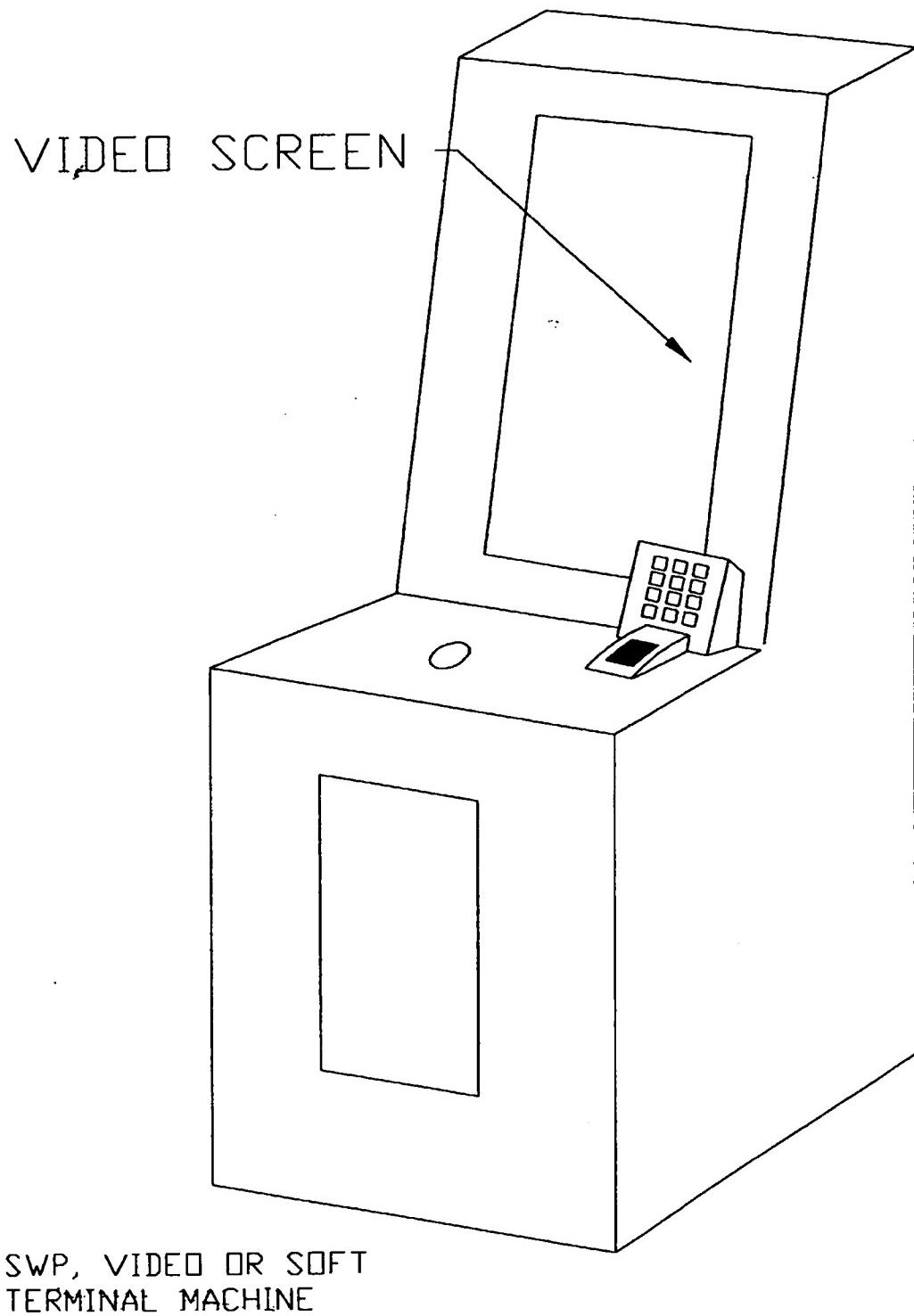
GB 2 393 554 A

15



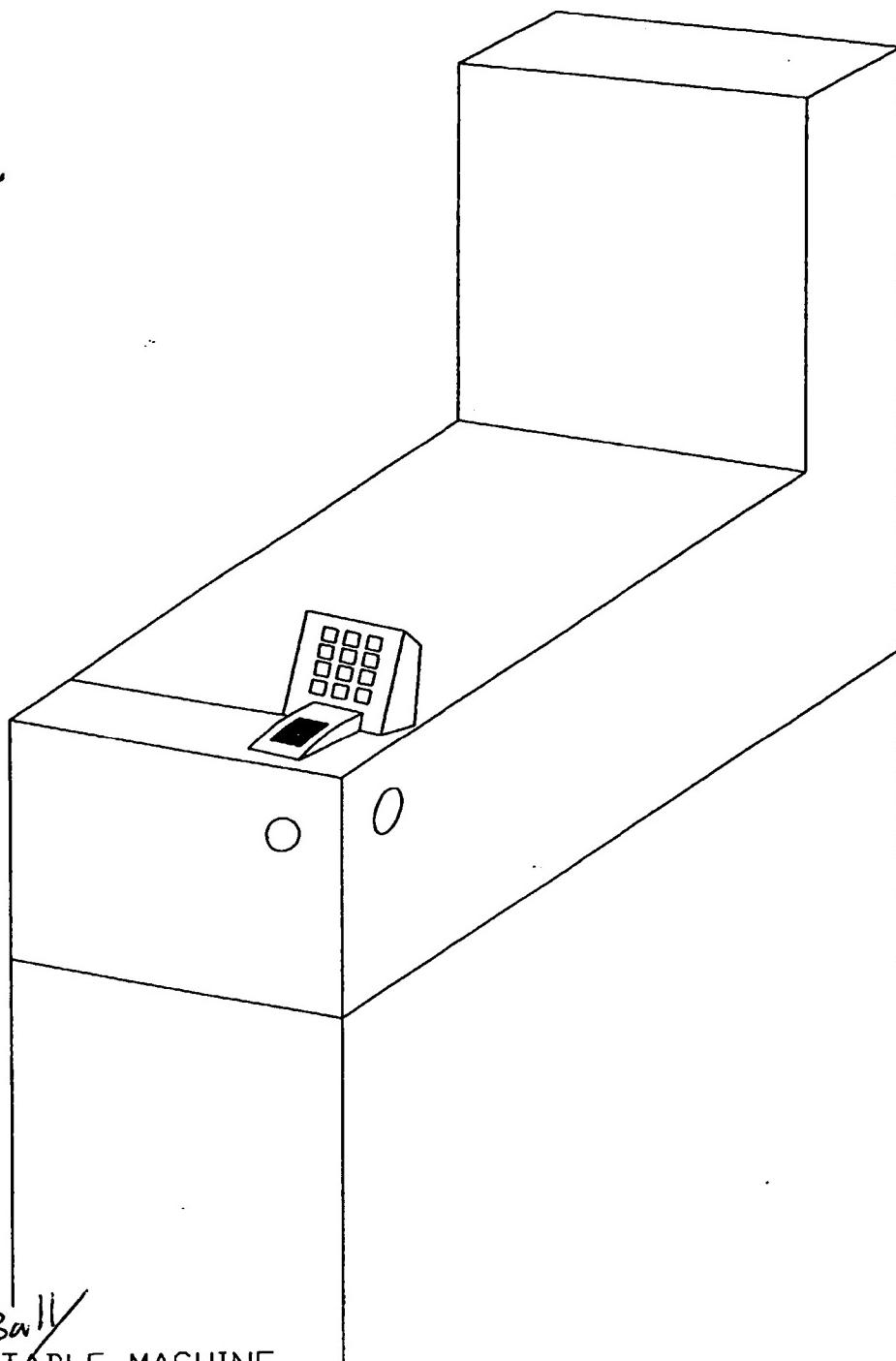
35

FIG 3



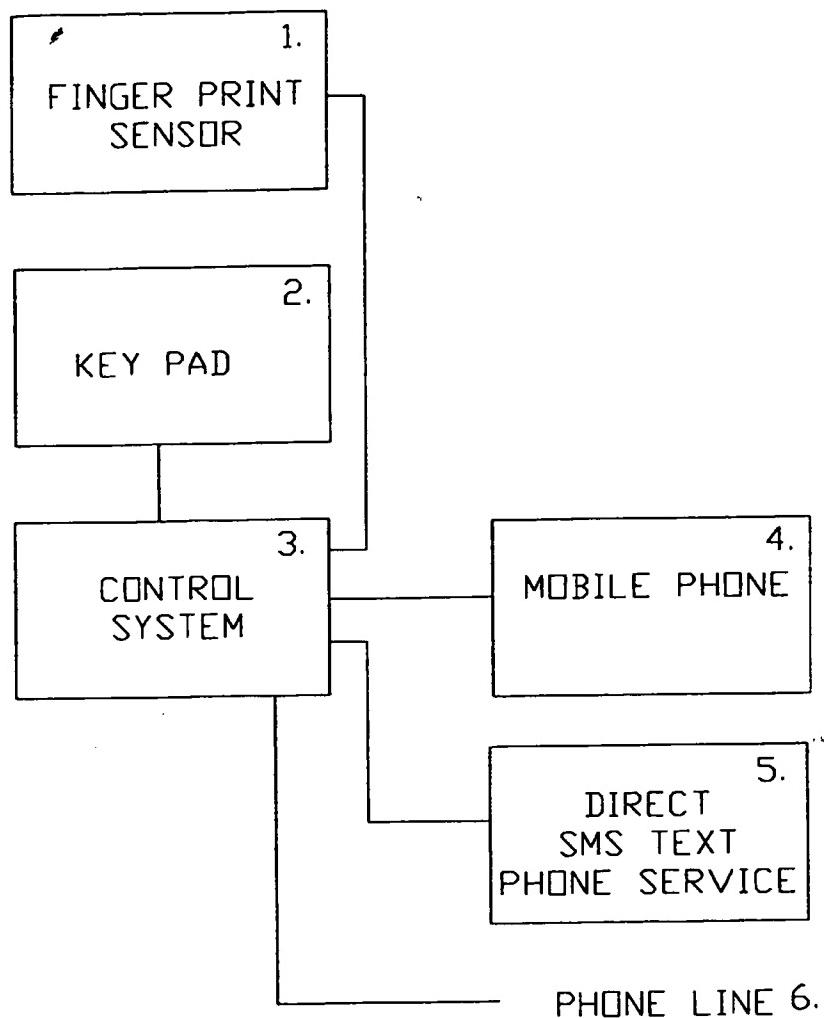
4/5

FIG 4



~~Bally~~
PIN TABLE MACHINE

FIG 5



AMUSEMENT MACHINE
PLAYER RECOGNITION
SYSTEM EXAMPLE

AMUSEMENT MACHINE PLAYER RECOGNITION SYSTEM

This invention relates to a amusement machine player recognition system.

Amusement machines are well known and very popular they include machines such as:- fruit machines, Skill with prize machines, Pin Tables, Video games and novelty games. These games are not able to recognise the players who play on them. This invention allows the machine to recognise a player by his or her fingerprint and link that fingerprint to a phone number for further contact by phone or text message. This allows the machine to let a player continue where he or she left off in a previous game or reward a frequent players and other such features.

A specific embodiment of the invention will now be described by way of example with reference to the accompanying drawing in which:-

Figure 1 shows in perspective, The fingerprint sensor and keypad

Figure 2 shows an AWP with the sensor and keypad fitted.

Figure 3 shows an SWP/Video game/soft terminal with the sensor and keypad fitted

Figure 4 shows an PIN BALL/TABLE with the sensor and keypad fitted

Figure 5 shows an Amusement machine player recognition system example.

Referring to the drawing Fig.1 The Amusement machine player recognition system comprises of the following parts:-

1. Finger Print Sensor
2. Alpha/Numeric Keypad

The Person touches the sensor and it scans the fingerprint. a phone number is then punched into the keypad followed by a pin number, nickname or other personal information.

Referring to the drawing Fig.2 the AWP with the Amusement machine player recognition system fitted:-

1. Fruit machine/AWP
2. Finger Print Sensor
3. Alpha/Numeric Keypad

A fingerprint sensor and keypad are located on the machine. Once registered the player will be recognised by the machine. He/she would be able to return to where they left off in a previous playing session. this has not been possible before. He/she can be contacted via text or phone.

Referring to the drawing Fig.3 the SWP with the Amusement machine player recognition system fitted:-

1. SWP/video game or soft terminal
2. Finger Print Sensor
3. Alpha/Numeric Keypad

A fingerprint sensor and keypad are located on the machine. Once registered the player will be recognised by the machine. He/she would be able to return to where they left off in a previous playing session. this has not been possible before. He/she can be contacted via text or phone.

Referring to the drawing Fig.4 The Pin Table with the Amusement machine recognition system comprises of the following parts:-

1. PinTable
2. Finger Print Sensor
3. Alpha/Numeric Keypad

A fingerprint sensor and keypad are located on the machine. Once registered the player will be recognised by the machine. He/she would be able to return to where they left off in a previous playing session. this has not been possible before. He/she can be contacted via text or phone.

Referring to the drawing Fig.5 The Amusement machine player recognition system example:-

1. Finger Print Sensor
2. Alpha/Numeric Keypad
3. Control system
4. Mobile phone
5. direct sms text service
6. phone line

The system would consist of the above components. the persons fingerprint is scanned at 1. the persons mobile/telephone number in input at 2. the control system 3. can contact the person by text message at 4. 5. or 6.

CLAIMS

1. An amusement machine incorporating a player recognition system.
2. An amusement machine incorporating a player recognition system as in claim 1 that is coin operated.
3. An amusement machine incorporating a player recognition system as in claims 1 or 2 comprising keypad and mobile phone.
4. An amusement machine as in claim 3 that takes the form of a AWP amusement with prize (fruit machine or slot machine)
5. An amusement machine as in claim 3 that takes the form of a SWP skill with prize (skill with prize machine)
6. An amusement machine as in claim 3 that takes the form of a video game



Application No: GB 0222228.9
Claims searched: 1 - 6

Examiner: Bridie Collier
Date of search: 4 April 2003

Patents Act 1977 : Search Report under Section 17

Documents considered to be relevant:

Category	Relevant to claims	Identity of document and passage or figure of particular relevance	
X	1,2,4	DE 10060079 A	(ADP) See abstract and fig
X	1,2,4	DE 19944140 A	(SCHULZE) See abstract
X	1,2,4	EP 1120757 A2	(INTERNATIONAL) See col 4 para 12 and col 8 lines 25 - 27
X	1-6	WO 01/82176 A1	(GAMING) See P5 line 26 - P6 line 11
X	1-6	WO 94/16416 A1	(SPECIAL) See abstract
X	1-6	WO 94/10658 A1	(COMS21) See P4 line 7 - P5 line 10
X	1-6	US 6347738 B1	(INTERNATIONAL) See col 6 lines 5-11

Categories:

- | | |
|---|--|
| X Document indicating lack of novelty or inventive step | A Document indicating technological background and/or state of the art. |
| Y Document indicating lack of inventive step if combined with one or more other documents of same category. | P Document published on or after the declared priority date but before the filing date of this invention. |
| & Member of the same patent family | E Patent document published on or after, but with priority date earlier than, the filing date of this application. |

Field of Search:

Search of GB, EP, WO & US patent documents classified in the following areas of the UKC⁶:

Worldwide search of patent documents classified in the following areas of the IPC⁷:

The following online and other databases have been used in the preparation of this search report:

WPI, EPODOC, JAPIO